

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing Of Claims:

Claims 1-8. (canceled).

Claim 9. (new) A gaming apparatus operable by a player and having a slot mode and a pinball mode, the apparatus comprising:

a slot machine capable of being activated by a player in the slot mode of the apparatus to display different combinations of symbols, the symbols including a pinball symbol;

a pinball machine operable in the pinball mode for the player to play a pinball game;

at least one of the combinations of symbols including the pinball symbol, the apparatus switching from the slot mode to the pinball mode upon display of said one combination by the slot machine.

Claim 10. (new) The gaming apparatus set forth in claim 9 wherein the gaming apparatus continues in the slot mode if a combination of symbols not including the pinball symbol is displayed.

Claim 11. (new) The gaming apparatus set forth in claim 10 wherein the slot machine includes a pay line and the slot machine symbols are displayed relative to the pay line.

Claim 12. (new) The gaming apparatus set forth in claim 11 wherein the slot machine further includes slot reels moveable relative to the slot machine, the slot machine symbols being arranged on the slot reels for movement therewith.

Claim 13. (new) The gaming apparatus set forth in claim 9 wherein the pinball machine is constructed so that the player can act to keep the pinball in play to continue operation of the apparatus in the pinball mode.

Claim 14. (new) The gaming apparatus set forth in claim 13 wherein the pinball machine includes a play area, a pinball, and a flipper, the pinball being moveable within the play area by the flipper during operation of the pinball machine in the pinball mode, the pinball mode ending and the pinball mode switching to the slot mode when the player allows the pinball to move out of the play area.

Claim 15. (new) The gaming apparatus set forth in claim 14 wherein the pinball machine further includes a credit adding sensor and a credit subtracting sensor, the pinball being moveable within the play area by the flipper during operation of the pinball machine to interactively move the pinball into contact with the sensors within the play area to create a pinball credit score that is added to a slot credit score when the gaming apparatus switches from the pinball mode to the slot mode.

Claim 16. (new) The gaming apparatus set forth in claim 14 wherein the slot machine includes a lever, the slot lever being operable by the player in the slot mode to activate the slot machine, and the slot lever being operable by the player in the pinball mode to launch the pinball into the play area.

Claim 17. (new) The gaming apparatus set forth in claim 9 wherein operation of the pinball machine in the pinball mode cannot affect the combination of symbols displayed by the slot machine.

Claim 18. (new) A gaming apparatus operable by a player and having a slot mode and a pinball mode, the apparatus comprising:

5 a slot machine capable of being activated by a player in the slot mode of the apparatus to display different combinations of symbols;

10 a pinball machine operable in the pinball mode for the player to play a pinball game, the pinball machine including a play area, a pinball, and a flipper, the flipper being operable by the player to interactively move the pinball around the play area;

15 an electromechanical mechanism for automatically switching between operation of the slot machine and operation of the pinball machine when the player allows the pinball to move out of the play area of the pinball machine.

Claim 19. (new) The gaming apparatus set forth in claim 18 wherein the slot machine includes a lever, the lever being operable by the player in the slot mode to activate the slot machine, and the lever being operable by the player in the  
5 pinball mode to launch the pinball into the play area.

Claim 20. (new) The gaming apparatus set forth in claim 18 wherein the pinball machine includes at least one credit sensor and a pinball credit score, the pinball being engageable with the credit sensor in the pinball mode of the apparatus to create the  
5 pinball credit score.

Claim 21. (new) The gaming apparatus set forth in claim 20 wherein the slot machine includes a slot credit score, the pinball credit score being added to the slot credit score when the pinball mode switches to the slot mode.

Claim 22. (new) The gaming apparatus set forth in claim 21 wherein the pinball machine includes multiple credit sensors of which at least one is a credit adding sensor and at least one is a credit subtracting sensor, the pinball credit score formed by engagement of the pinball with the credit sensors being zero or greater.

Claim 23. (new) A gaming apparatus operable by a player and having a slot mode and a pinball mode, the apparatus comprising:

a slot machine capable of being activated by a player in the slot mode of the apparatus to display different combinations of symbols, the slot machine including a lever;

a pinball machine operable in the pinball mode for the player to play a pinball game;

the lever of the slot machine being operable by the player to activate the slot machine in the slot mode of the apparatus, the lever being further operable by the player to play the pinball game in the pinball mode of the apparatus.

Claim 24. (new) The gaming apparatus set forth in claim 23 wherein:

the slot machine includes a slot credit score created by playing the slot machine;

the pinball machine includes a play area, a pinball, a flipper, a credit adding sensor, a credit subtracting sensor, and a pinball credit score, the slot lever being operable to launch the pinball into the play area and the flipper being operable to interactively move the pinball around the play area to engage the credit sensors to create the pinball credit score;

the pinball credit score being added to the slot credit score when the pinball moves out of the play area of the pinball machine and the apparatus switches from the pinball mode to the slot mode.